

MONK CLASS FEATURES

As a Monk, you gain the following Class Features:

HIT POINTS

Hit Dice: 1d8 per Monk level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Monk level after 1st

PROFICIENCIES

Armor: (None)

Weapons: Simple Weapons, Martial Weapons with the Light property

Tools: 1 set of Artisan's Tools or 1 Musical Instrument

Saving Throws: Strength, Dexterity

Skills: Choose two from Acrobatics, Athletics, History, Insight, Religion, Stealth

KI ABILITIES

Ki Save DC = 8 + your proficiency bonus + your Wisdom modifier

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) Any Martial Weapon with the Light Property or (b) Any Simple Weapon
- (a) A Dungeoneer's Pack or (b) An Explorer's Pack
- 10 Darts

THE MONK TABLE

Level	Proficiency Bonus	Features	Martial Arts	Ki Points	Unarmored Movement
1st	+2	Unarmored Defense, Martial Arts, Dedicated Weapon	1d6	—	—
2nd	+2	Ki, Uncanny Metabolism, Unarmored Movement	1d6	4	+10 ft
3rd	+2	Deflect Attacks, Monk Subclass, Subclass Feature	1d6	5	+10 ft
4th	+2	Ability Score Improvement or Feat	1d6	6	+10 ft
5th	+3	Extra Attack, Stunning Strike	1d8	8	+15 ft
6th	+3	Ki-Empowered Strikes, Subclass Feature	1d8	9	+15 ft
7th	+3	Evasion	1d8	10	+15 ft
8th	+3	Ability Score Improvement or Feat	1d8	11	+20 ft
9th	+4	Stillness of Mind	1d8	13	+20 ft
10th	+4	Heightened Discipline	1d10	14	+20 ft
11th	+4	Subclass Feature	1d10	15	+25 ft
12th	+4	Ability Score Improvement or Feat	1d10	16	+25 ft
13th	+5	Tongue of the Sun and Moon, Deflect Energy	1d10	18	+25 ft
14th	+5	Diamond Soul	1d10	19	+30 ft
15th	+5	Timeless Body	1d10	20	+30 ft
16th	+5	Ability Score Improvement or Feat	1d12	21	+30 ft
17th	+6	Subclass Feature	1d12	23	+35 ft
18th	+6	Superior Defense	1d12	24	+35 ft
19th	+6	Ability Score Improvement or Feat	1d12	25	+35 ft
20th	+6	Perfect Self	1d12	26	+40 ft



MONK- CHURCHILL

LEVEL 1

UNARMORED DEFENSE

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

MARTIAL ARTS

At 1st level, your practice of martial arts gives you mastery of combat styles that use Unarmed Strikes and Monk Weapons, which are Simple Weapons and any Martial Weapons that have the Light Property.

You gain the following benefits while you are unarmed or wielding only Monk Weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your Unarmed Strikes and Monk Weapons, to determine the saving throw DC of your Grapple and Shove checks, and to determine your jump distance.
- You can roll a d6 in place of the normal damage of your Unarmed Strike or Monk Weapon. This die changes as you gain Monk levels, as shown in the Martial Arts column of the Monk table.
- When you make a Weapon Attack against a creature with an Unarmed Strike or a Monk Weapon, you don't provoke Opportunity Attacks from that creature for the rest of the turn, whether you hit or not.
- You can make one Unarmed Strike as a Bonus Action.

DEDICATED WEAPON

Also at 1st level, you train yourself to use a variety of weapons as Monk weapons, not just Simple Weapons or Martial Weapons that have the Light Property. Whenever you finish a short or long rest, you can touch one weapon, focus your Ki on it, and then count that weapon as a Monk weapon until you use this feature again. You gain proficiency with the chosen weapon if you don't already have it, and you can only have one Dedicated Weapon at a time. The chosen weapon must also lack the Heavy and Special properties.

Starting at 6th level, your Dedicated Weapon counts as magical for the purpose of overcoming Resistance and Immunity to nonmagical attacks and damage. In addition, you can choose to deal Force damage instead of its normal damage type.

LEVEL 2

KI

Starting at 2nd level, your training allows you to harness the mystic energy of Ki. Your access to this energy is represented by a number of Ki Points. Your Monk level determines the number of points you have, as shown in the Ki Points column of the Monk table.

You can spend these points to fuel various Ki features. You start knowing three such features: *Flurry of Blows*, *Patient Defense*, and *Step of the Wind*. You learn more Ki features as you gain levels in this class.

- **Flurry of Blows:** You can spend 1 Ki Point to make two Unarmed Strikes as a Bonus Action.
- **Patient Defense:** You can take the Disengage Action as a Bonus Action. Alternatively, you can spend 1 Ki Point to take both the Disengage and the Dodge Actions as a Bonus Action.
- **Step of the Wind:** You can take the Dash Action as a Bonus Action. Alternatively, you can spend 1 Ki Point to take both the Disengage and Dash Actions as a Bonus Action, and your jump distance is doubled for the turn.

When you spend a Ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended Ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your Ki points. Some of your Ki features require your target to make a saving throw to resist the feature's effects.

UNCANNY METABOLISM

When you roll Initiative, you can regain all expended Ki Points. When you do so, roll your Martial Arts die, and regain a number of Hit Points equal to your Monk level plus the number rolled. Once you use this feature, you can't use it again until you finish a Long Rest.

UNARMORED MOVEMENT

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain Monk levels, as shown in the Monk table. Further, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during your move, and difficult terrain doesn't cost you extra movement when you use the Dash Action.

LEVEL 3

MONASTIC TRADITION

When you reach 3rd level, you commit yourself to a Monastic Tradition. Your Tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

DEFLECT ATTACKS

Starting at 3rd level, you can use your Reaction to deflect melee or ranged attacks against you that deal Bludgeoning, Piercing, or Slashing damage. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your Monk level.

If you reduce the damage to 0, you can spend 1 Ki Point to redirect some of the attack's force. If you do so, choose a creature within 5 feet of you if the attack was a melee attack or 60 feet of yourself that isn't behind Total Cover if the attack was a ranged attack. Make an attack roll against the chosen creature. On a hit, the damage dealt to the creature you chose is equal to two rolls of your Martial Arts die plus your Dexterity modifier. The damage is the same type dealt by the attack.

(SUBCLASS FEATURE)

You gain a feature from your chosen Subclass here.

LEVEL 4

ABILITY SCORE IMPROVEMENT OR FEAT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. However, if you're at least level 19, that maximum increases to 22.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

SLOW FALL

Beginning at 4th level, you can use your Reaction when you fall to reduce any falling damage you take by an amount equal to five times your Monk level.

LEVEL 5

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

STUNNING STRIKE

Also at 5th level, you can interfere with the flow of Ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 Ki Point to attempt a Stunning Strike. The target must succeed on a Constitution saving throw or be Stunned until the end of your next turn. On a successful save, the target takes Force damage equal to a roll of your Martial Arts die plus your Wisdom modifier. You can only use this ability once per turn.

LEVEL 6

KI-EMPOWERED STRIKES

Starting at 6th level, your Unarmed Strikes count as magical for the purpose of overcoming Resistance and Immunity to nonmagical attacks and damage. In addition, you can choose to deal Force damage instead of Bludgeoning damage.

(SUBCLASS FEATURE)

You gain a feature from your chosen Subclass here.

LEVEL 7

EVASION

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

LEVEL 8

ABILITY SCORE IMPROVEMENT OR FEAT

LEVEL 9

STILLNESS OF MIND

Starting at 9th level, through sheer force of will, you gain Immunity to the Charmed Condition, and you have Advantage on saving throws to avoid or end the Frightened Condition on yourself.

LEVEL 10

HEIGHTENED DISCIPLINE

At 10th level, your mastery of the Ki flowing through you grants your *Flurry of Blows*, *Patient Defense*, and *Step of the Wind* the following benefits:

- **Flurry of Blows:** You can make three Unarmed Strikes with this feature instead of two.
- **Patient Defense:** When you spend a Ki Point to use this feature, you gain a number of Temporary Hit Points equal to two rolls of your Martial Arts die.
- **Step of the Wind:** When you spend a Ki Point to use this feature, you can choose a willing creature within 5 feet of you that is Large or smaller and move the creature with you until the end of your turn. The creature's movement doesn't provoke Opportunity Attacks.

Additionally, your Ki mastery makes you immune to disease and poison, and your Ki sustains you so that you no longer need food or water.

LEVEL 11

(SUBCLASS FEATURE)

You gain a feature from your chosen Subclass here.

LEVEL 12

ABILITY SCORE IMPROVEMENT OR FEAT

LEVEL 13

TONGUE OF THE SUN AND MOON

Starting at 13th level, you learn to touch the Ki of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

DEFLECT ENERGY

Also at 13th level, you can now use your Deflect Attacks feature against attacks that deal any damage type.

LEVEL 14

DIAMOND SOUL

Beginning at 14th level, your mastery of Ki grants you proficiency in all saving throws. Additionally, whenever you make a saving throw and fail, you can spend 1 Ki Point to reroll it and take the second result.

LEVEL 15

TIMELESS BODY

Starting at 15th level, the Ki flowing within you causes you to age slower. For every 10 years that pass, your body ages only 1 year. Further, you can't be aged magically, and you suffer none of the frailty of old age.

LEVEL 16

ABILITY SCORE IMPROVEMENT OR FEAT

LEVEL 17

(SUBCLASS FEATURE)

You gain a feature from your chosen Subclass here.

LEVEL 18

SUPERIOR DEFENSE

At 18th level, you can spend 3 Ki Points to perfectly bolster yourself against harm on your turn for 1 minute or until you become Incapacitated. During that time, you have resistance to all damage except Force damage.

LEVEL 19

ABILITY SCORE IMPROVEMENT OR FEAT

LEVEL 20

PERFECT SELF

At 20th level, you have honed your Ki, body, and mind to exceptionally greater heights. Your Dexterity and Wisdom scores increase by 4, and the maximum for those scores is now 26.